

FIG. 1A

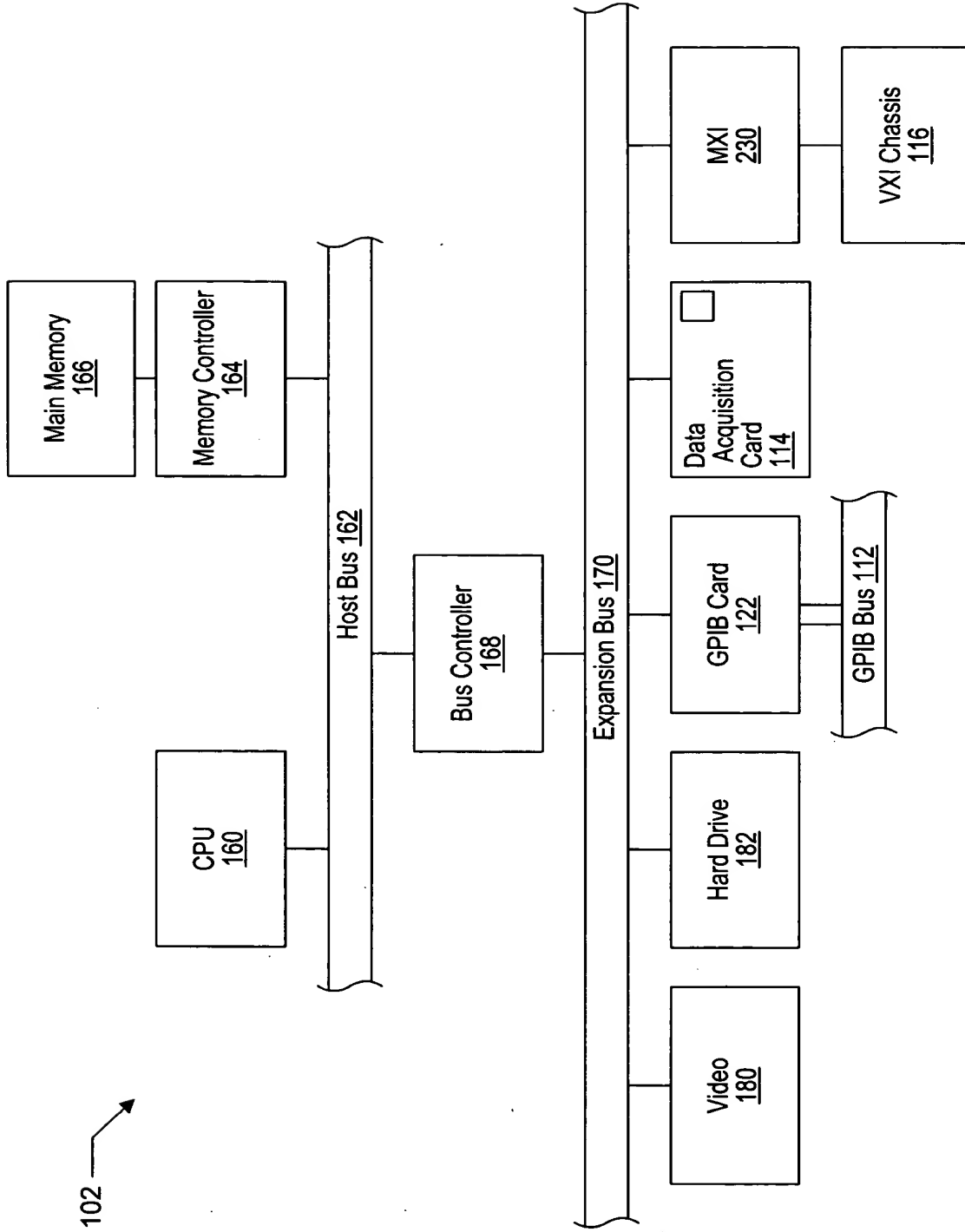


FIG. 2

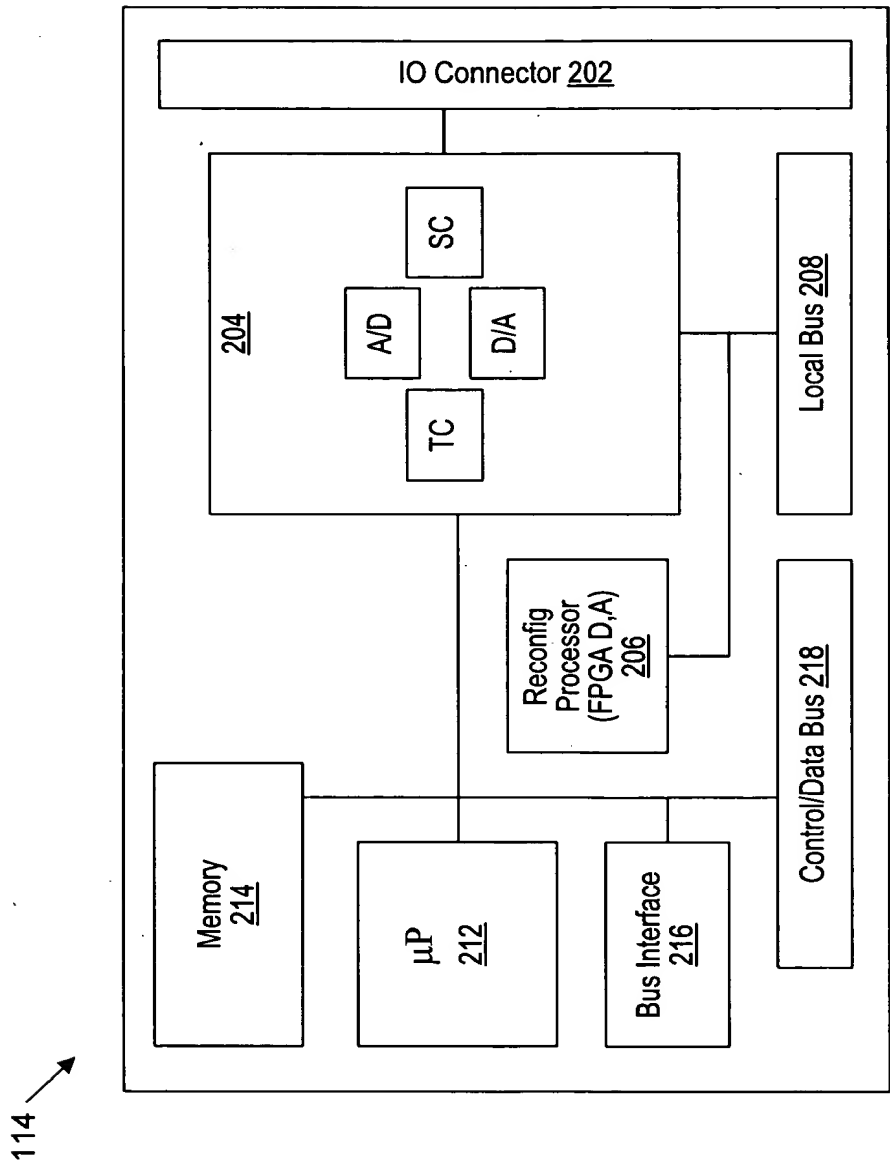


FIG. 3

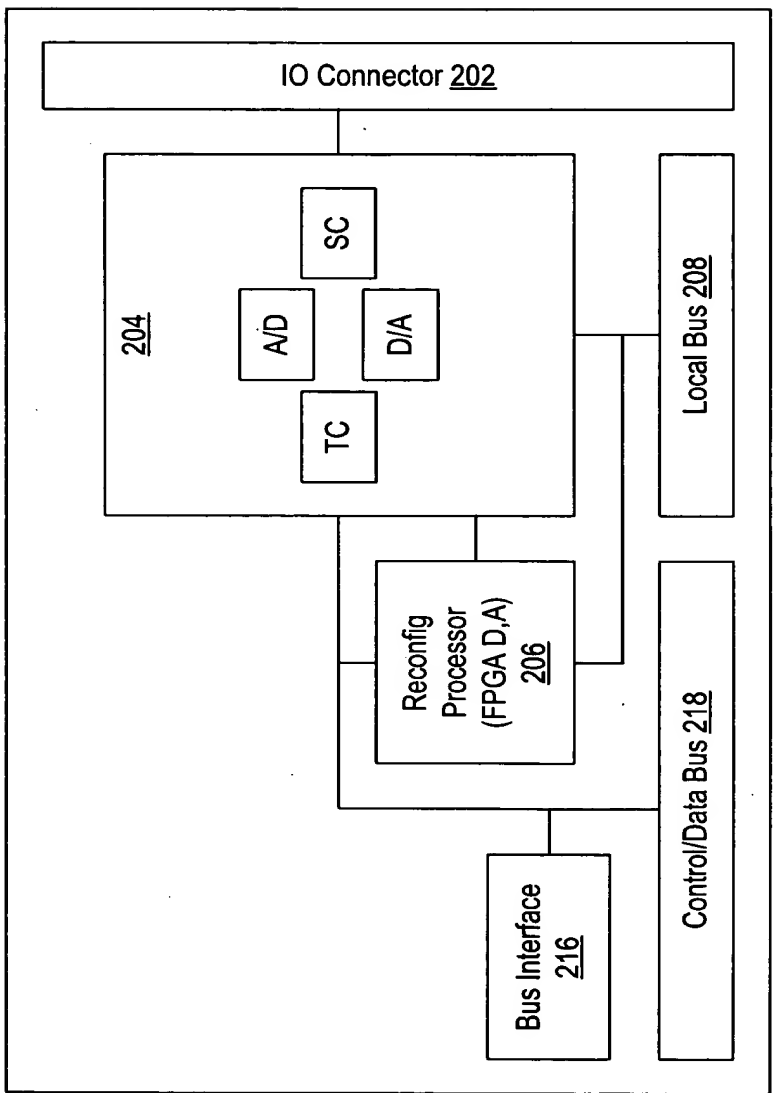


FIG. 3A

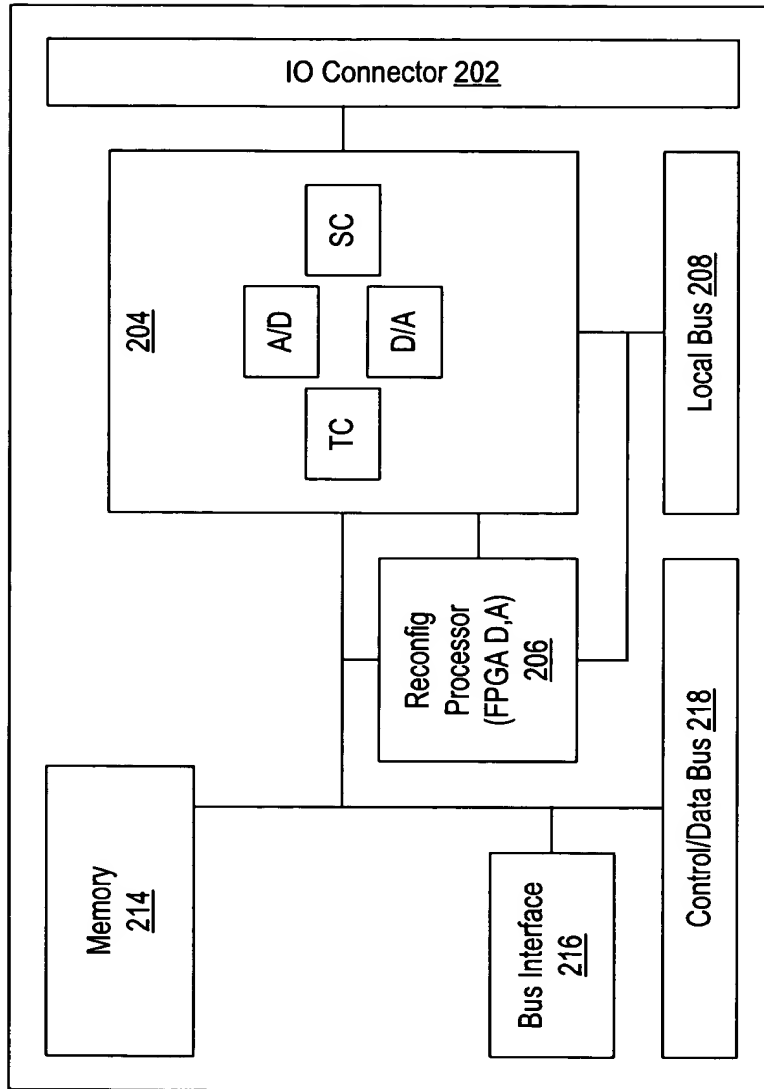


FIG. 3B

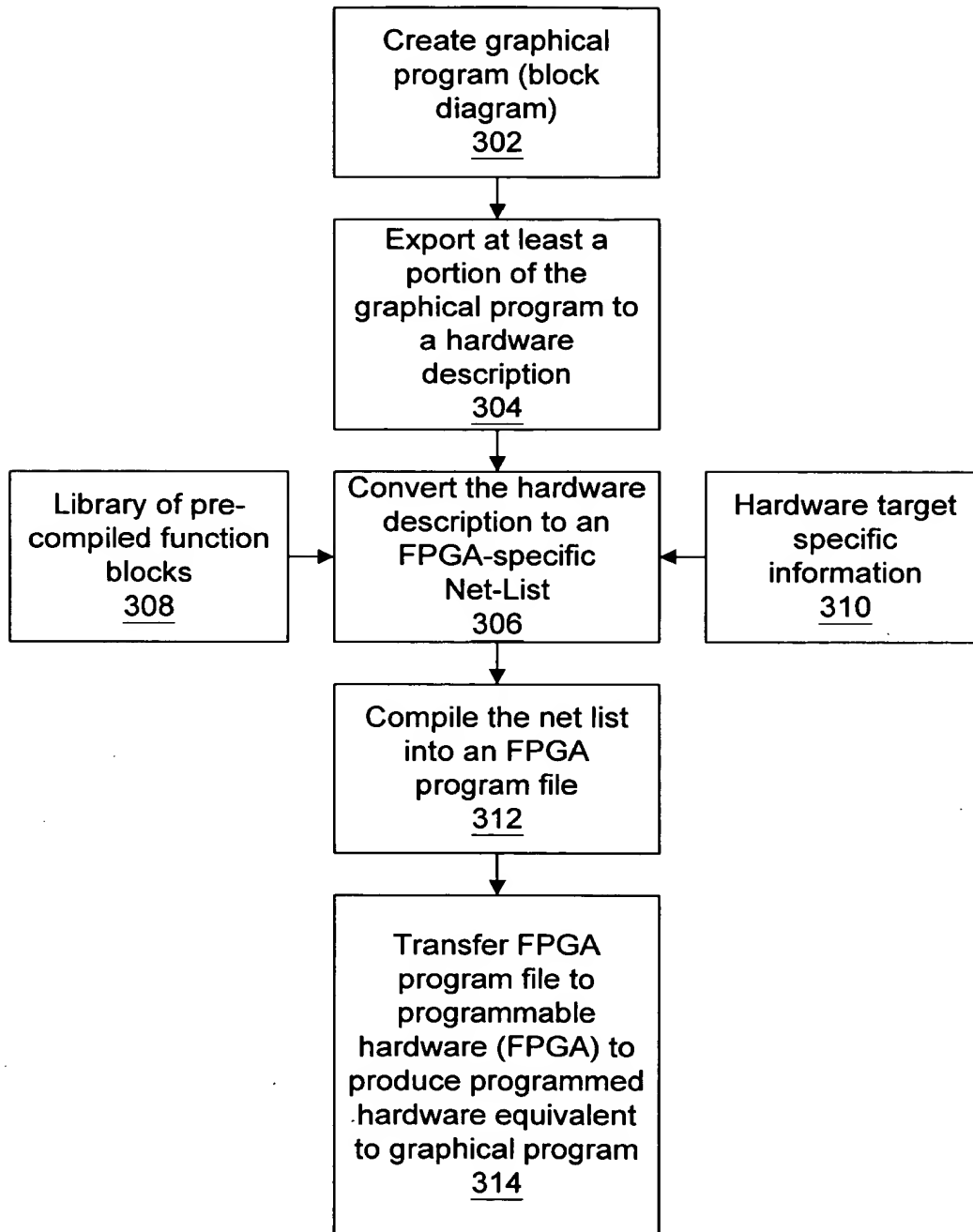


FIG. 4

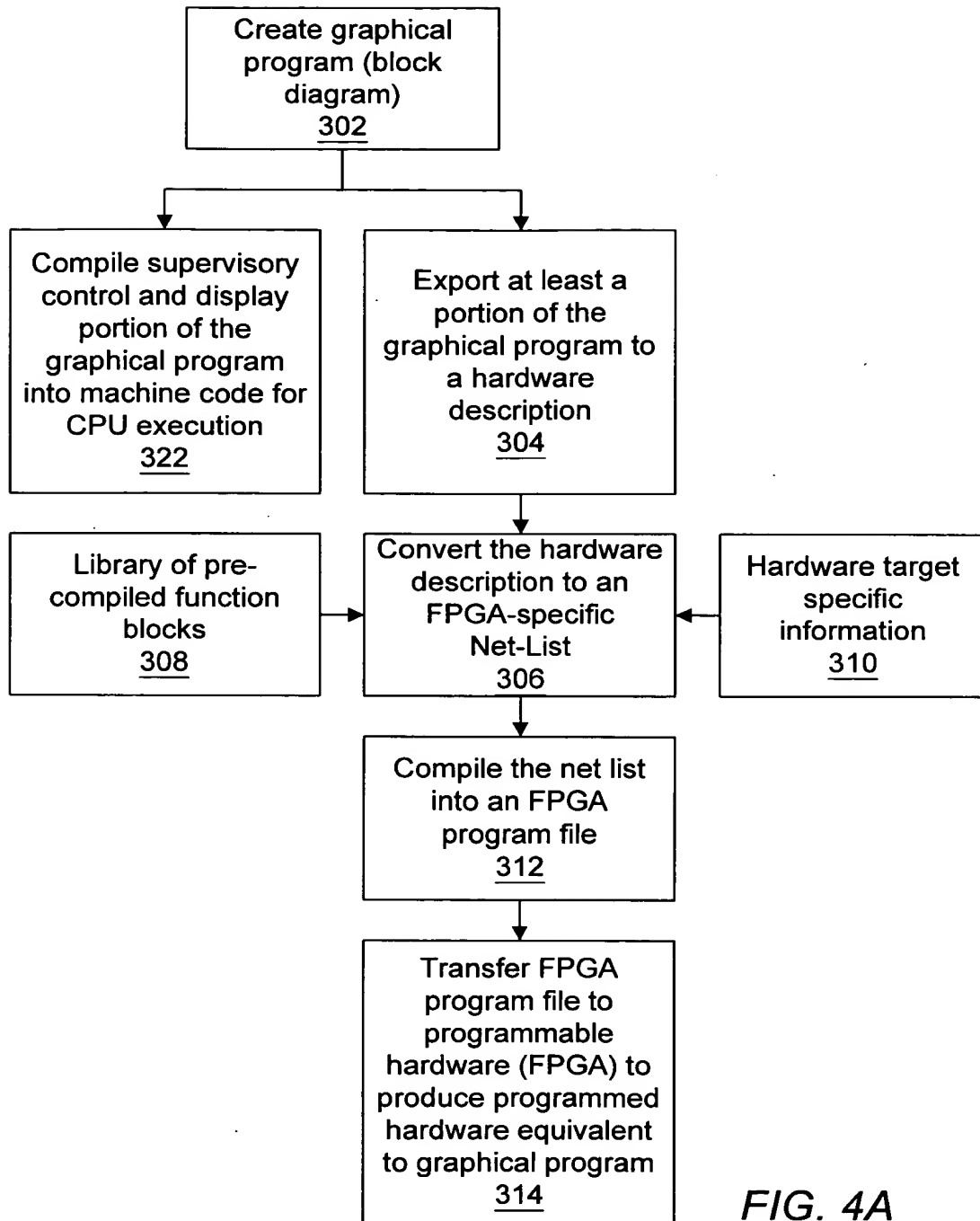


FIG. 4A

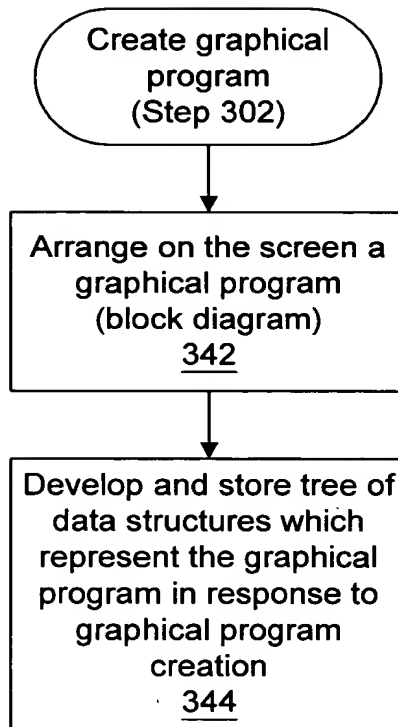


FIG. 5

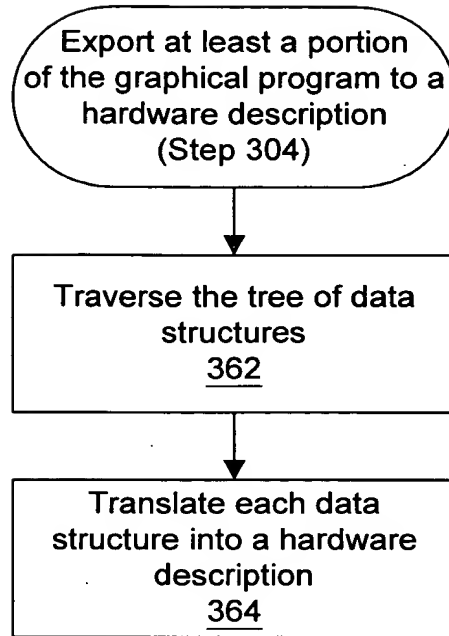


FIG. 6

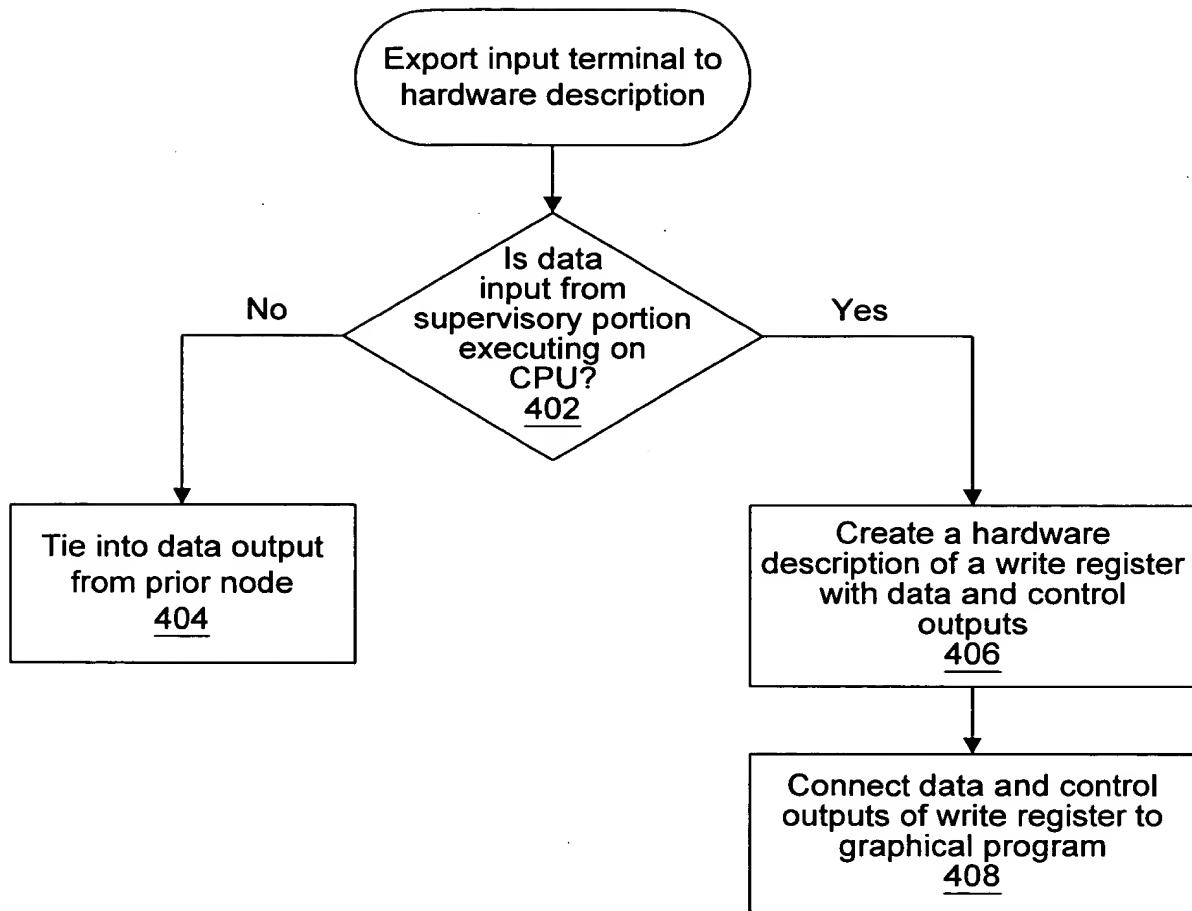


FIG. 7

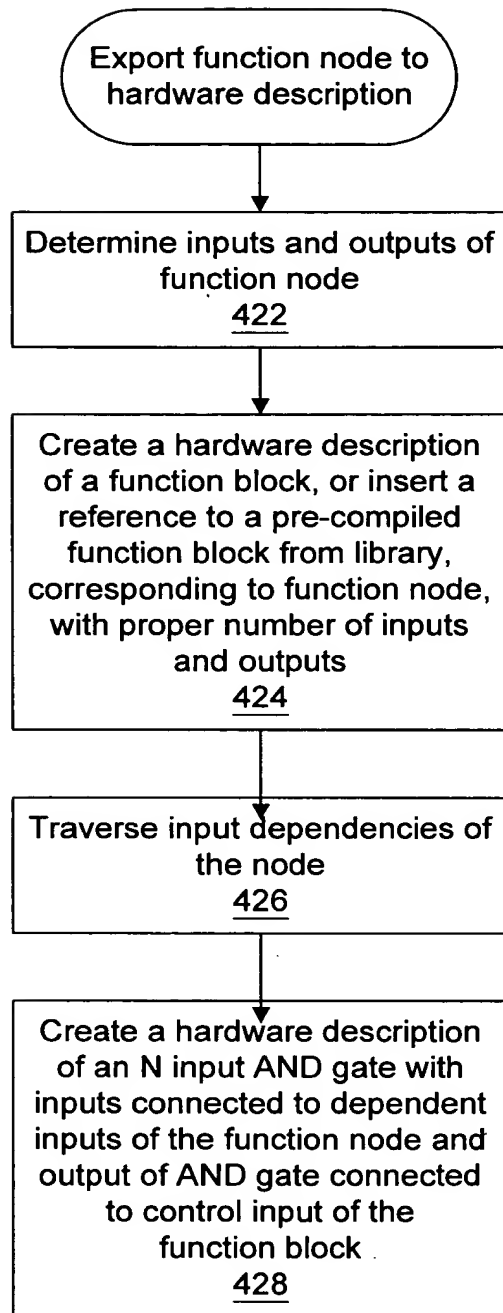


FIG. 8

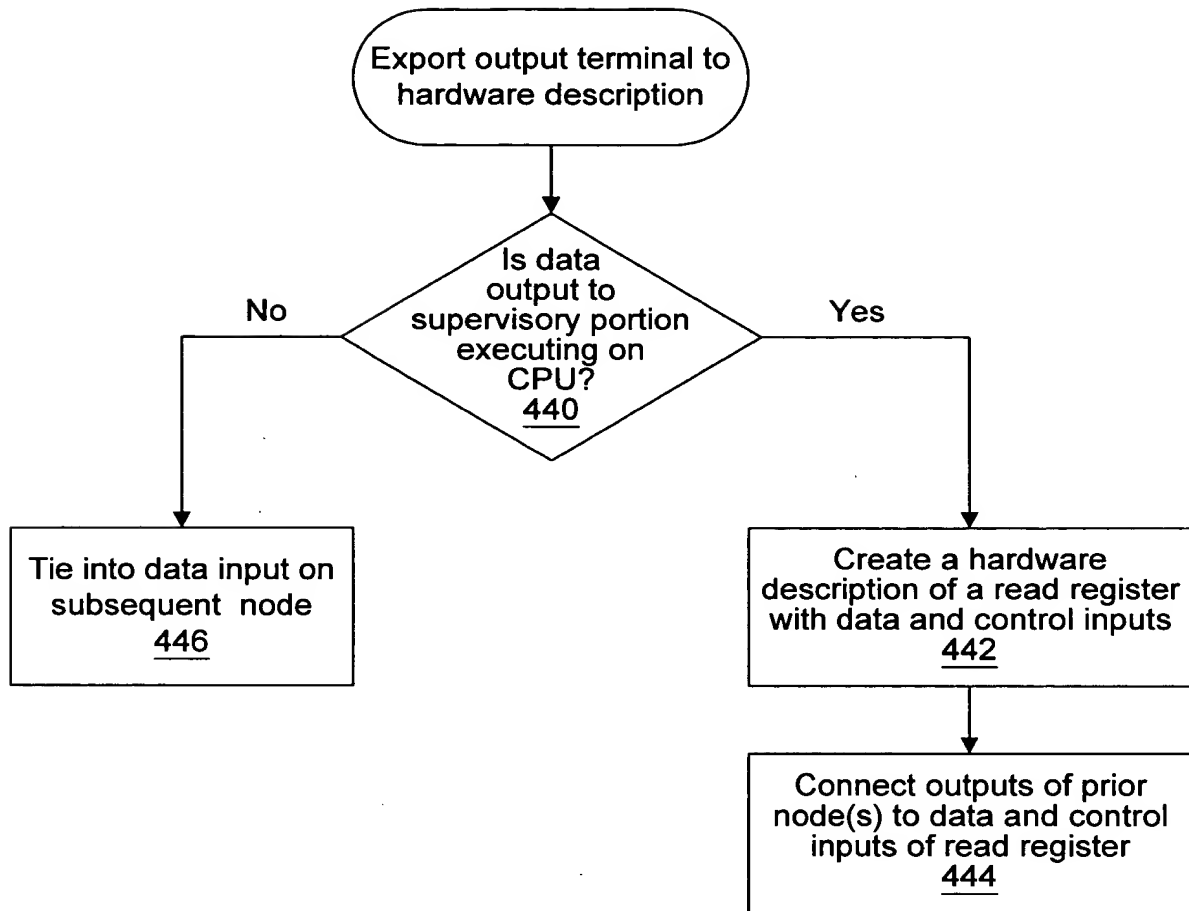
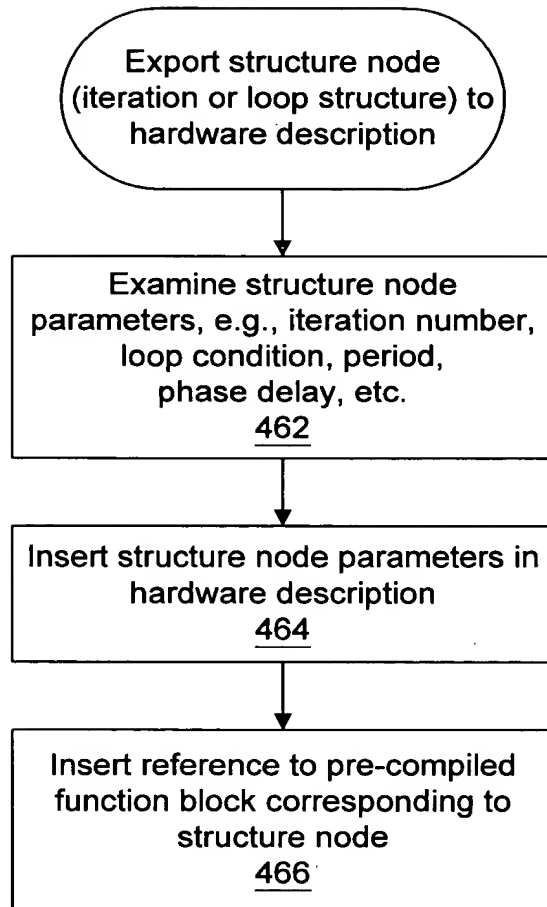


FIG. 9

*FIG. 10*

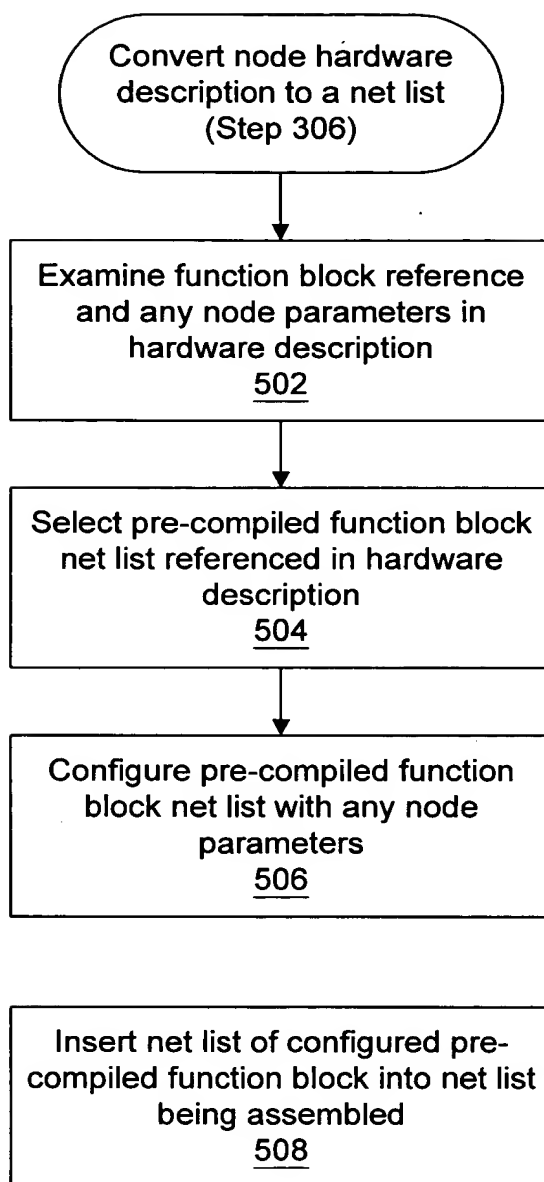


FIG. 11

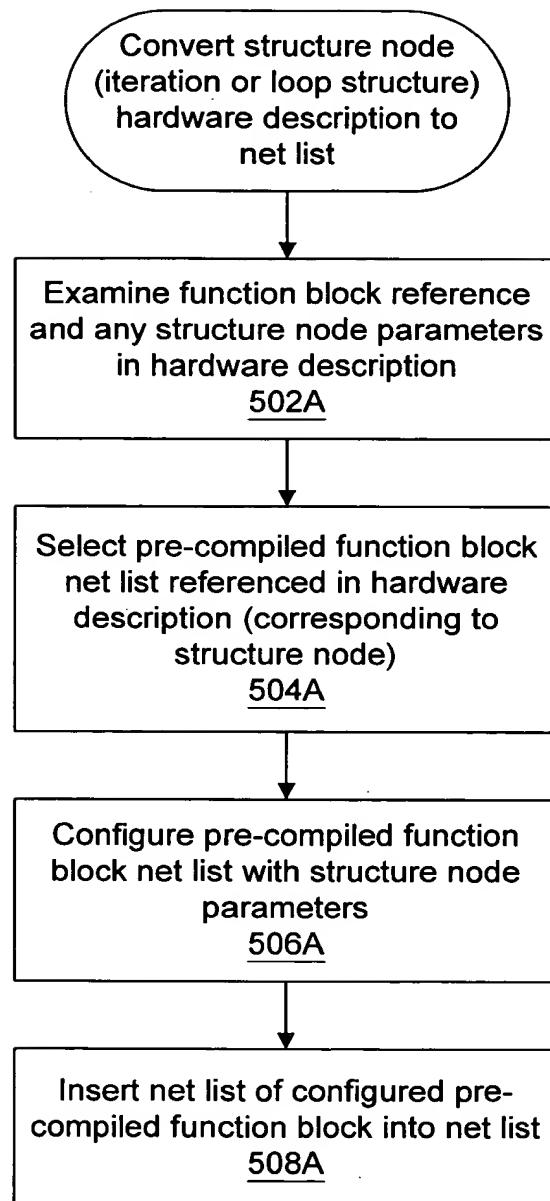


FIG. 12

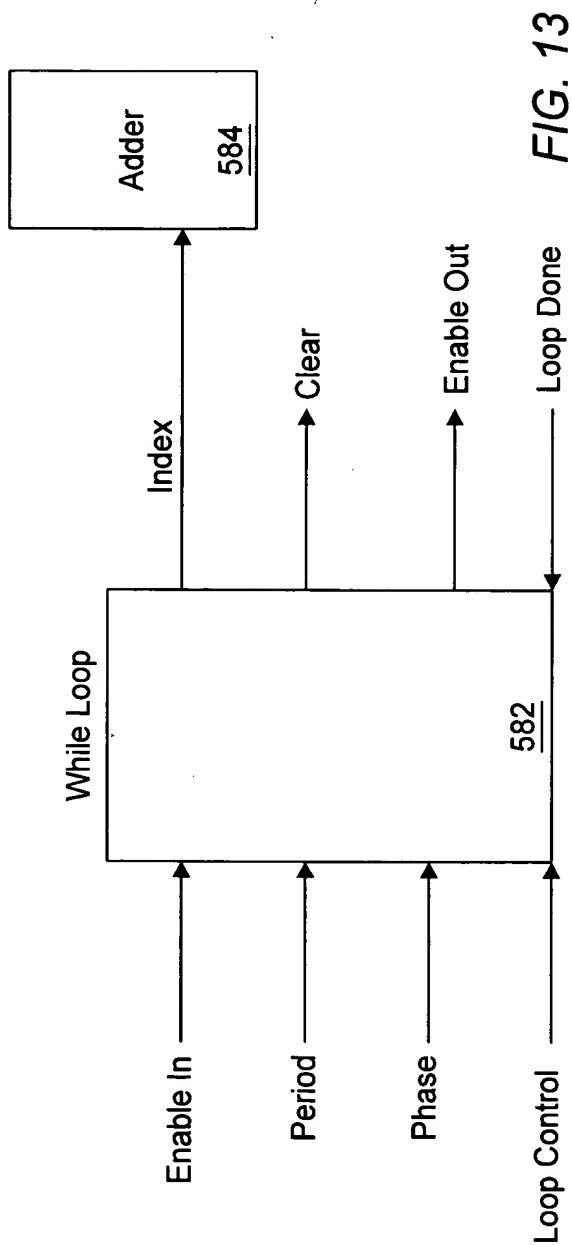


FIG. 13

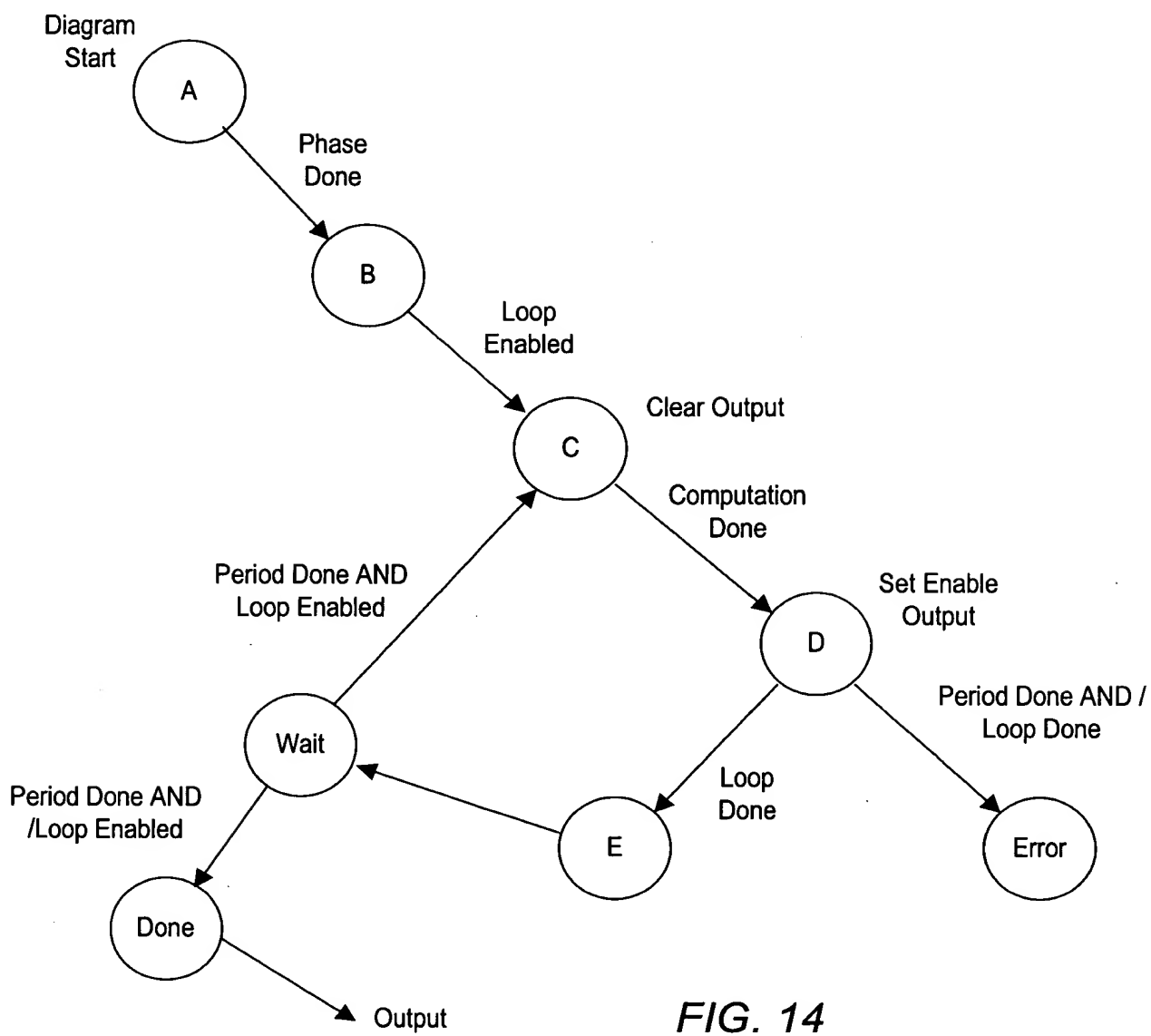


FIG. 14

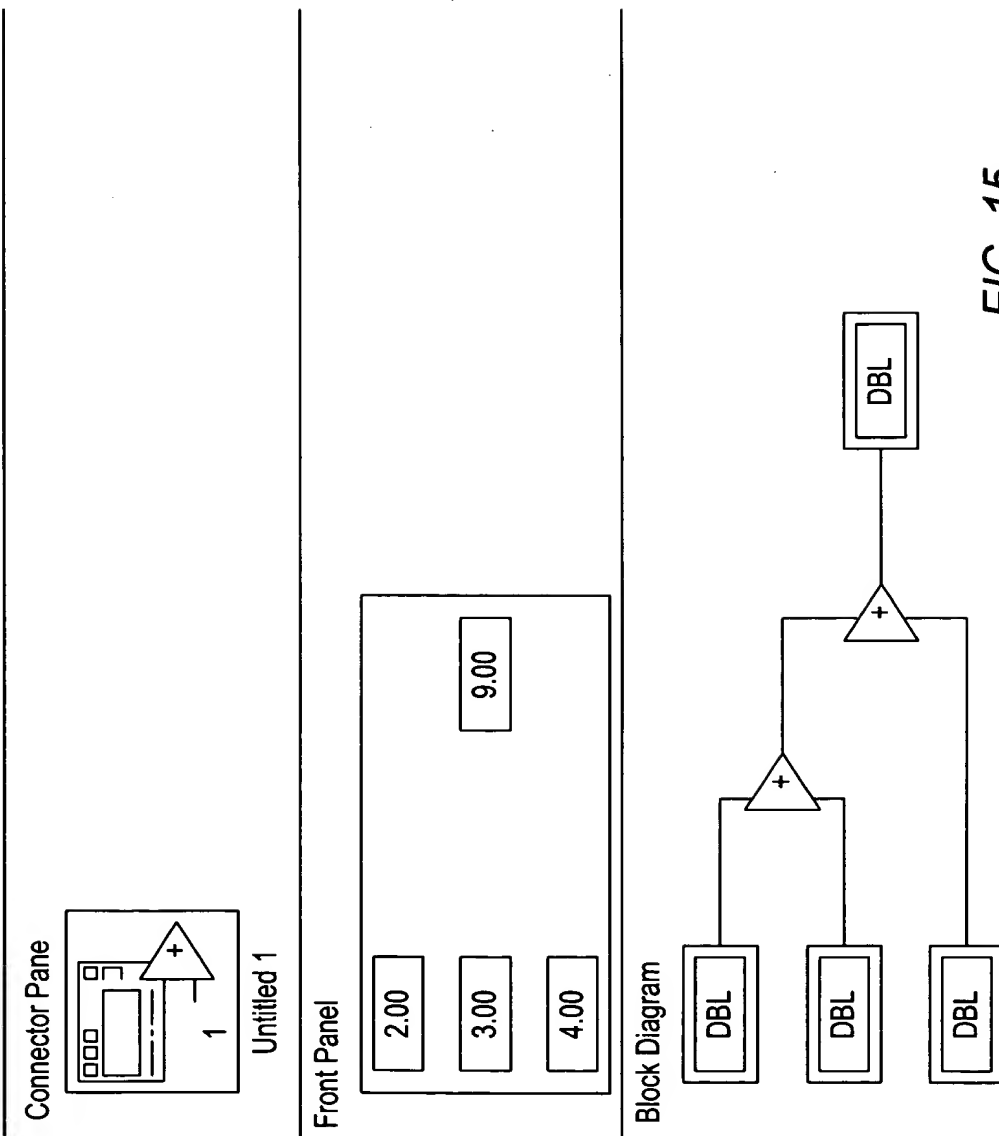


FIG. 15

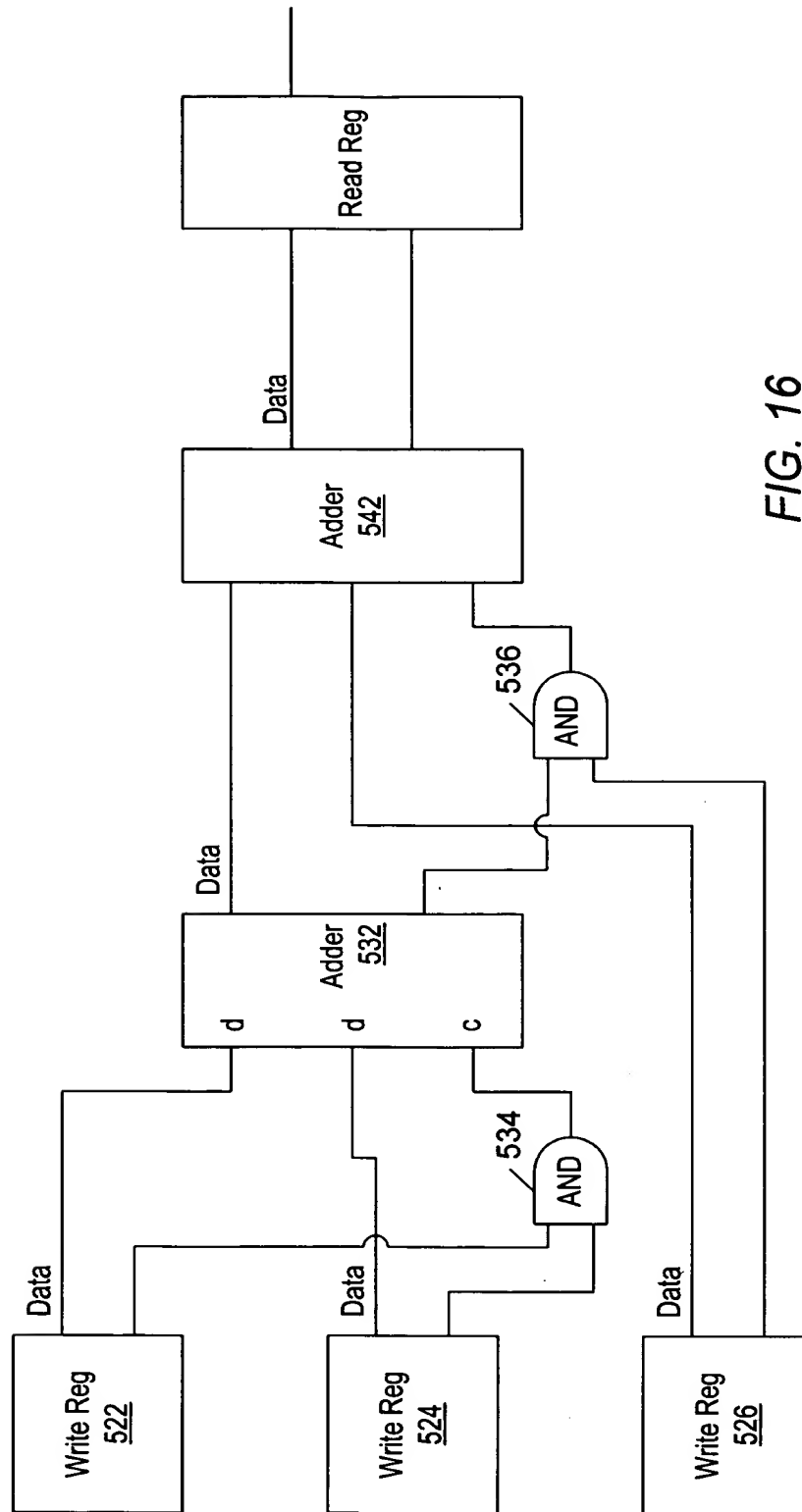


FIG. 16

The diagram illustrates a closed-loop control system for a motor speed. The main components and their connections are as follows:

- Setpoint and Error Calculation:** A **set point** (represented by a circle with a dot) is compared with the **a/d read** (analog-to-digital read) value at a subtraction node (**-**). The resulting error signal is then multiplied by **-1** at another multiplication node (**x**).
- Control Signal Generation:** The error signal is fed into a **gain** block (represented by a circle with a dot). The output of the gain block is then multiplied by a constant **1000** at a multiplication node (**x**).
- Actuator and Plant:** The output of the gain block is also fed into a **d/a write** (digital-to-analog write) block, which is connected to a motor symbol. The motor's output is fed back to the **a/d read** block.
- Integration and Timing:** The error signal is also fed into an **integrator** block (represented by a circle with a dot). The output of the integrator is then multiplied by **0.5** at a multiplication node (**x**). This output is then added to the output of the gain block at an addition node (**+**).
- Timing and Monitoring:** A **timer.vi** (Visual Basic interface) is connected to a **1000** constant and a **0** constant. The output of the timer is connected to a **0** constant and a **0** constant.

FIG. 17

LabView Data Structures

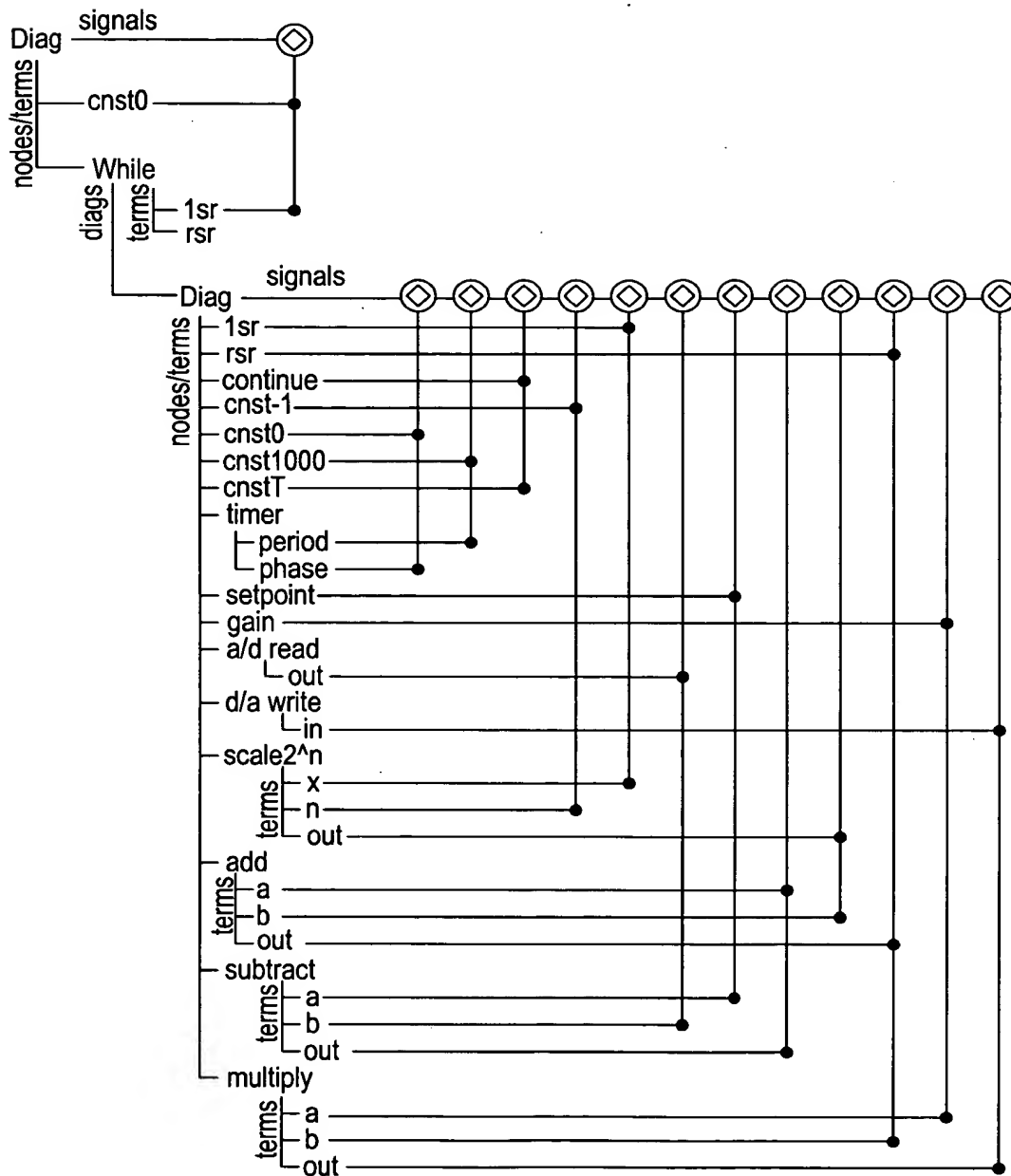


FIG. 18

